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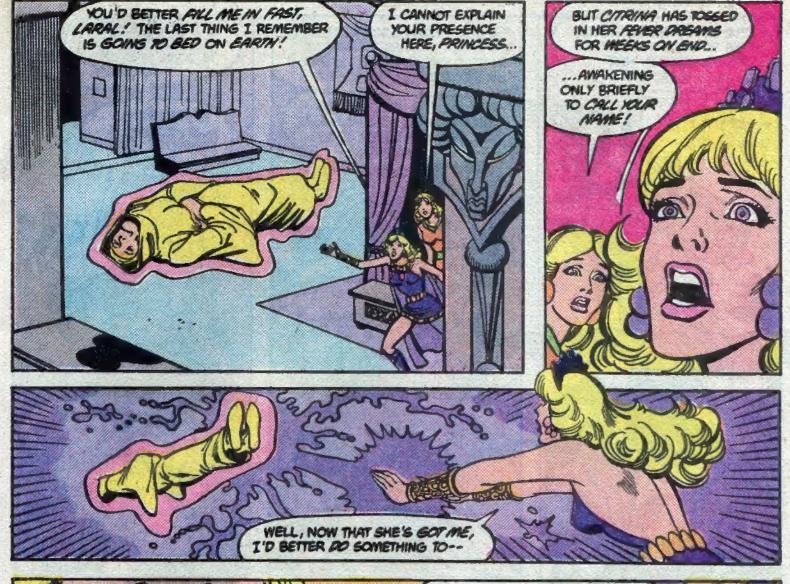






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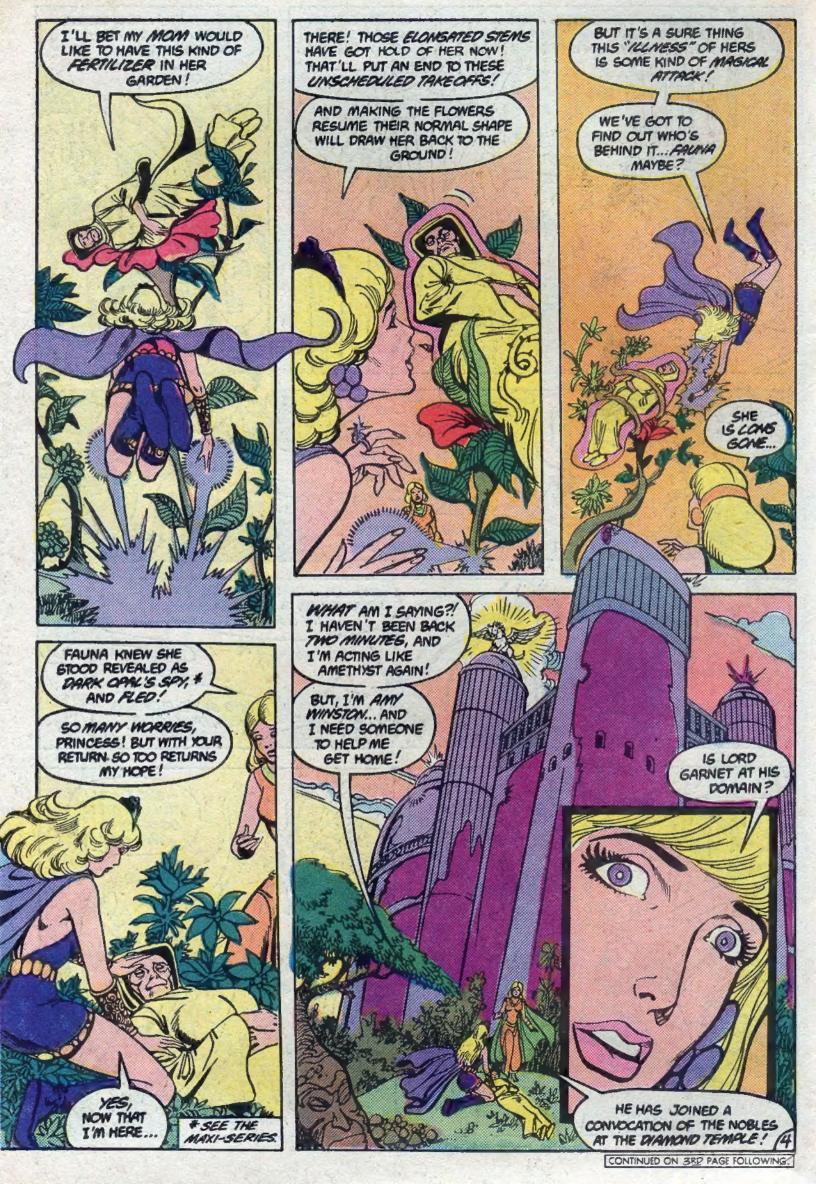












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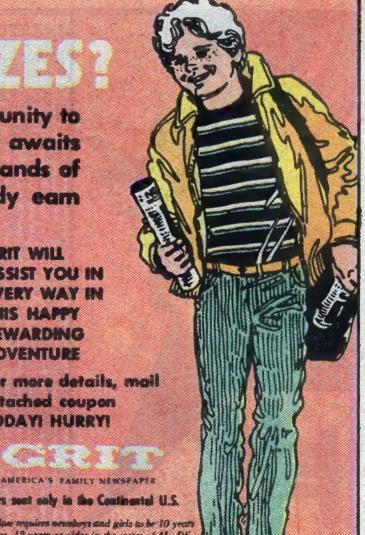
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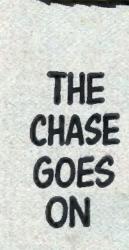
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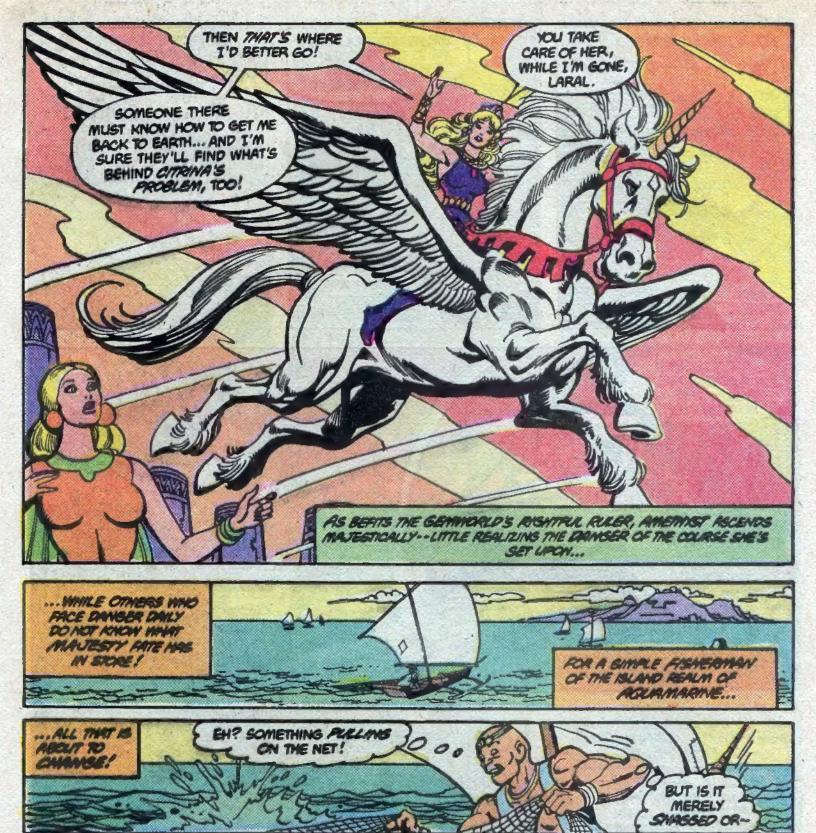


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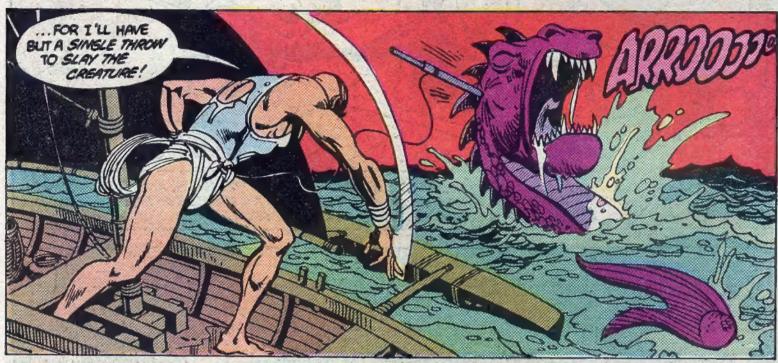


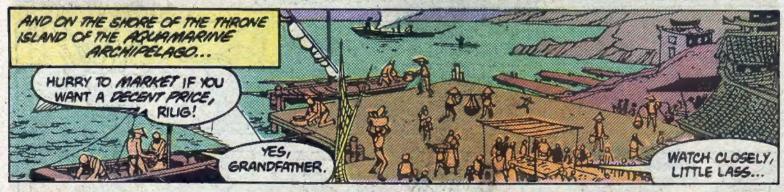






































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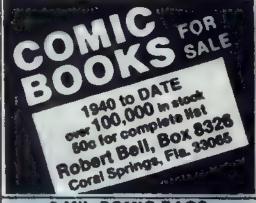
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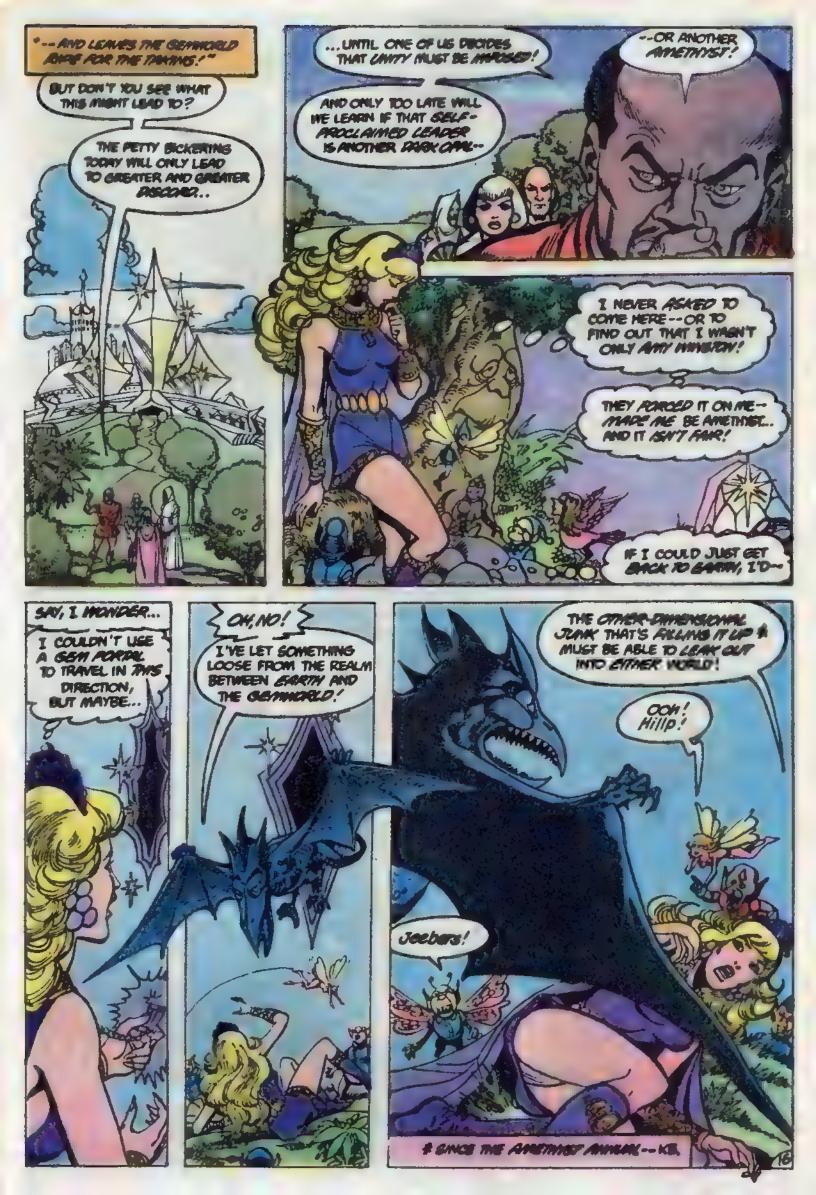


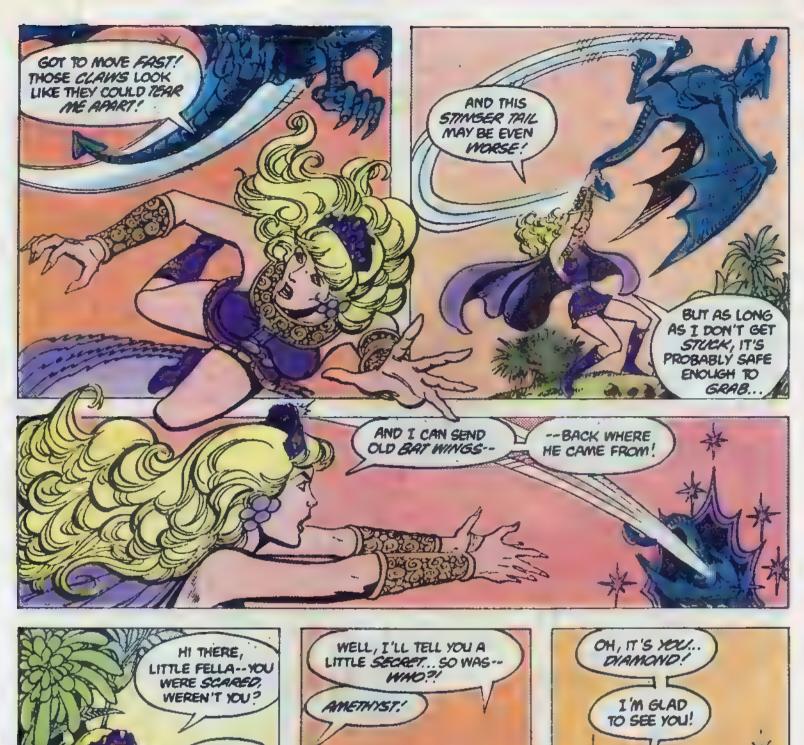




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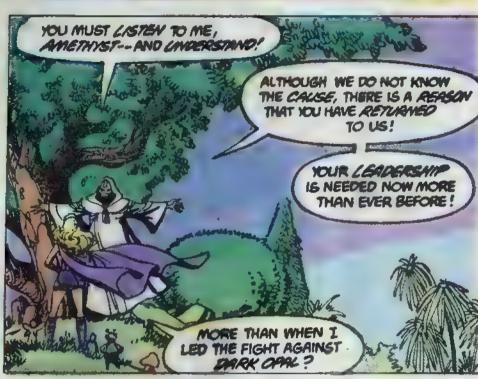
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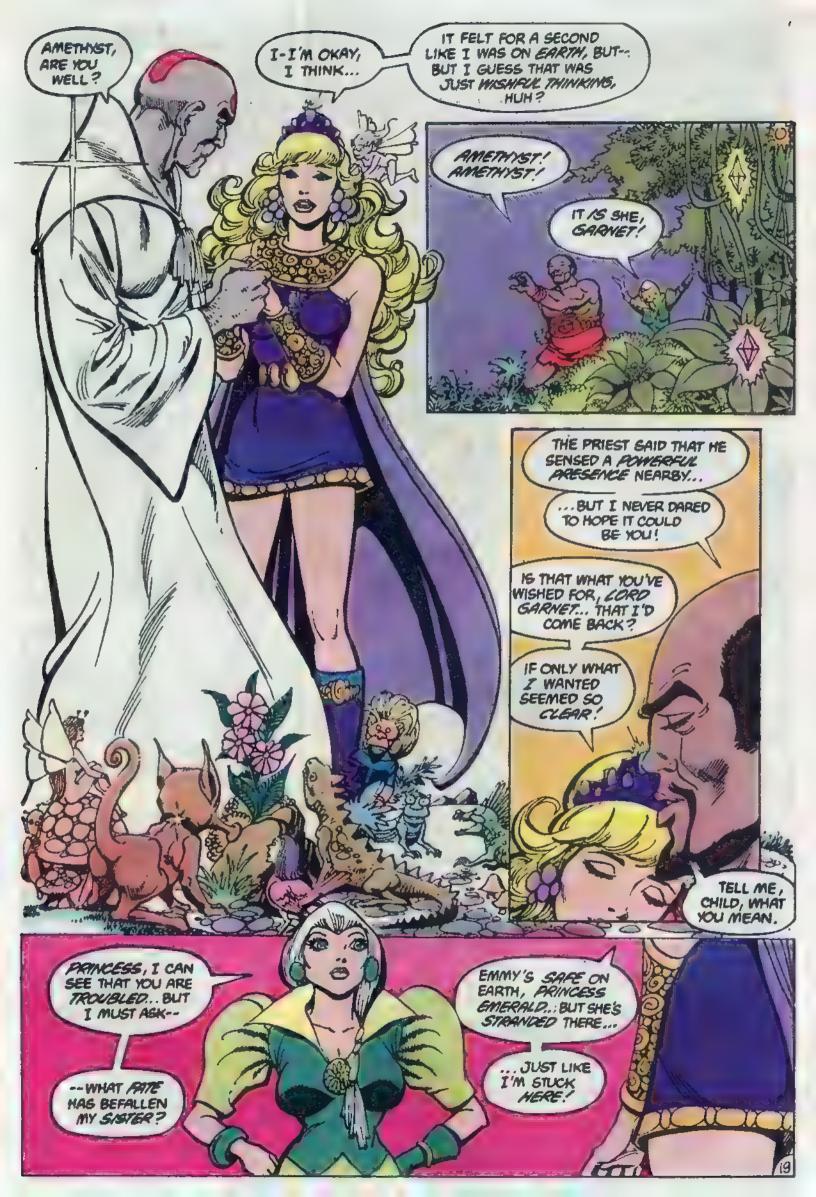






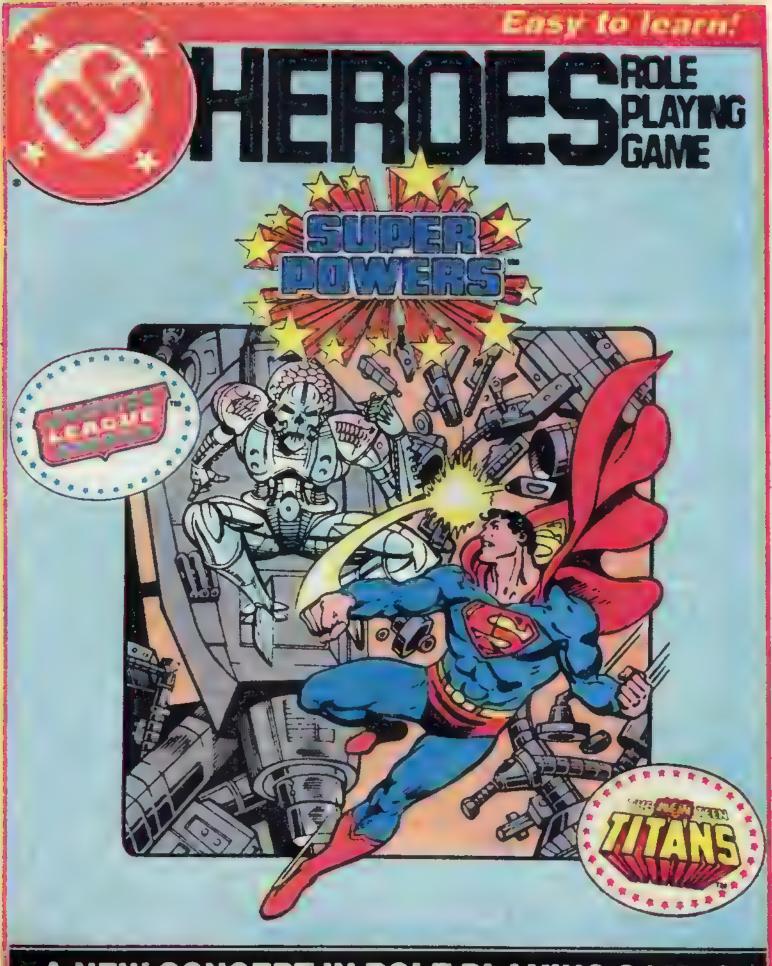












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If you've ever spent a happy afternoon at a comic convention or bought a comic you enjoyed at a comic shop, consider spending the next minute in silent prayer. On August 21, 1984, Phil Seuling passed away and without him you probably would never have had either of those pleasant moments. Writers and artists deservedly get most of the attention from comic fans, because it's their dreams that are put on paper for us all to share. But there are other dreamers, too, whose dreams you've shared without knowing it.

Phil was one of the early New York comic fans who took a hand in organizing the comic conventions of the sixties, back when a turnout that topped one hundred people was record-breaking. But he dreamed of the magic that a comicon could be, and when he took over the July 4th convention he made it into a Mecca for fans and professionals alike. For the first time legends of the industry were actually flown in for appearances after decades of anonymity, auctions were held, awards were presented, artists were given room to exhibit, even publishers were cajoled into participating and recognizing the existence of fandom. At its peak, every person who was interested in comics in this country who could afford to made the pilgrimage to New York for the "Seulingcon," which took on his name and personality as no such event in our field has ever been identified with a

Today that's all taken for granted as part of a good comic convention, and the good ones happen often enough that July 4th's lost a bit of its luster.

There are even monthly gatherings in some cities, just to sell and trade—
another dream that started in Phil's imagination.

But there were larger dreams waiting. In 1973 it was almost impossible for collectors to find comics they wanted in mint condition or in sufficient quantities through newsstand distribution. Phil envisioned a way for them to buy through the handful of stores that were selling old comics, or by mail order, if the copies could only be secured from the publishers. Together with partner Jonni Levas, he made the dream real: it became the "direct sales" industry, making it possible for comic shops to spring up across the country, new distributors to come into existence, established publishers to produce comics more oriented to the fans, and new publishers to open their doors. It's hard to count all the changes that you can trace back to that one dream.

Phil was also a talented writer, both of comics and about them, a precise editor and critic, a teacher who left his students sharing his appreciation of the beauty of our language, a man who knew how to share the richness of emotion he felt from love to anger with those he cared about, a devoted father to his two daughters, and a friend to more people than most of us ever get to meet.

Phil Seuling left his dreams to share and enjoy. We'll miss him all the more because now we'll never know what his next dream would have been.

-Paul Levitz

GUEST MEANWHILE

COMIC BOOKS:
THE MAINSTREAM ATTITUDE
by
John Callaham

One Saturday, I was at a comics convention in a nearby town. It was in a mail, and so people who were there saw all these kids and a few adults spread out all over the place, and speaking an indecipherable language, like, "Where did you get that TEEN TITANS Annual?" or "I swear, Richard, this X-MenGraphic Novel is a good buy!" or "I wonder who is doing the inking on the STAR TREK III Special?" I was just trying to trade some comics to someone when a middle-aged man comes up to me and says, "What's going on here today, son?" (He wasn't my father, in case you're wondering.) I tried my best to explain what a comic book convention was, and when I was done, he looked at me as though in pity and said, "I can't understand you kids anymore. Why don't you kids play baseball or something?"

I didn't try to answer his question then, but I'll answer it now. We "kids" buy, read, and collect comics because we like it. I have nothing against playing baseball; in fact, it is one of my favorite sports. However, I believe that comics, on the whole, are good, clean entertainment. (There are also good. gory comics that are also entertaining, but we won't talk about them; after all, this is a family publication.) They are certainly less repulsing than most Rrated movies, and some TV shows. Now, granted that comic books as a whole are not big candidates for future Pulitzer Prizes, but I think the critics of comics should look at and read them and see if they are different than the comics that they grew up on, when the stories and art were there to sell comics first, not for the quality of the plot or the drawings. In the real good comics. violence is there to move the plot forward, not to get a cheap thrill. (Your **RONIN** is a good example of this.)

I hope that adults will stop treating us comic fans like mental patients and read the comics of today. I believe they will be in for a pleasant surprise.



- ☐ Arak, Son of Thunder 41: Arak begins the long trek home!
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- Omega Men 23: Can Primus and the
- Omegans free Nimbus' lost power?

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- brought to the Gemworld as Amethyst to fight evil magic!
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LETS LOOSE AGAINST THE POWER OF



Hi, everyone, and welcome to the second issue of AMETHYST, PRINCESS OF GEMWORLD the monthly comic! It's been way too long a time since last we shared this page and it feels good to be back! For those of you who are new to the life of Amy Winston/Princess Amethyst, I'd like to personally greet you to the book and to "Purple Prose." This is the place where you get to voice your feelings, suggestions, likes, and dislikes. It's a very important part of AMETHYST for Dan, Gary, Ric, Romeo, and me, because it not only lets us communicate with you, but it gives us a chance to get to know you better, as well. We try to print as many letters as we can, but if your letter is typed or neatly printed, it's more likely to be published.

Last month we briefly reviewed the maxi-series and the annual, and told you a bit of what to expect in the exciting, adventurous, romantic, and very complicated life of Amy and Amethyst. We're particularly going to be exploring Army's life on Earth more than we were able to in the maxi-series, and really get into how she feels and copes with the reality of her extraordinary situation. Sure, it's fun and fascinating for Army to be an older, beautiful magical princess, and live in a sparkling, fascinating dimension, but think how hard it must be for her to deal with it all. She's of two different bodies and emotions, has two sets of friends, loved ones, and responsibilities, not to mention having to fight strange villains that cross her path. Definitely a lot for any one person to handle!

We're going to take you behind the scanes at the royal castles and delve deeper into the lives of the Lords and Ladies. You'll also be meeting the average and not-so-average person dwelling in each of the very different domains, as well as the endless fentesy creatures that reside in the amazing Germworld. We've got so much in store for Amethyst and for you, that I could go on forever, but for the sake of not giving away too much of the great stuff we've got planned, let's hear what you have to say.—Karan

Greetings to the Creators of the Gernworld

Being an Army wife and mother of a year-old son, one would think I have no time for such trivialities as "comics." When I came across the first issue of AMETHYST I'd ever seen (it was #3 in

the series) in a 7-Eleven store a few blocks from my home, I was intrigued. By the time I got it home and read it (which turned out to be four or five times), I was hooked!

I know this series is supposed to end at issue #12, but I hope I've been correctly reading signs of continuation. This is a classic, if there ever was one!

Everything about this series excites me: the dialogue, the artwork (you have to go over each panel quite a few times, there's always something new to find), the characters (I especially enjoyed the Emissaries of Varn), the storyline, everything!! And Dark Opal is, to say the very least, a villain's villain!

My only regret is that I don't have all the issues of this incredible epic. Thank you all so much for bringing the excitement back into comics. Please, please keep up the good work.

> Donna McKinney 1813 Baldwin Avenue Lawton, OK 73501

The best way for you to obtain the issues you're missing, Donna, is to look in the Yellow Pages for a comic book specialty store. If you live in a small town, chances are there won't be such a shop, so if that's the case, check the pages of a nearby city. These stores specialize in selling back-issues, and hopefully they'll have the ones you need.

Dear Karen,

I didn't write any letter about the AMETHYST maxi-series, since Gary and Den and Ernie obviously had such a firm grip on the series. But hey! I really liked it!

And I liked the AMETHYST ANNUAL, too. I'm anticipating the return of Derk Opal in the form of—Rita Beckman! Hardly surprising, of course, and I'm sure I'm not the only one expecting this. I'm looking forward to the debut of the regular series.

And I'm pleased that a suitable replacement for Ernie Colon has been located. Frankly, I've always thought that Ric Estrada's pencils are overly "cartoony." But Pablo Marcoe' inking adds just the right amount of realism to keep Estrada's pencils from straying too far into fantasy. This fantasy-reality combination is perfect for AMETHYST. Ric and Pablo complement each other perfectly. Don't break them up.

I'm assuming that Ernje Colon is too busy with other projects to commit DC Comics Inc. 686 Fitth Avenue New York, NY 10183

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himself to the artwork. But can you convince him to do a few covers?

Please?

Jon Enriquez 613 Dutch Neck Road East Windsor, NJ 08520

Ernie exquisitely inked this Issue's cover over Paris Cullins' beautiful pencils, Jon. (Did I convince him quick enough?) And as you've already seen, he took time out from his very busy schedule to ink last month's first issue. As for seeing more neat stuff from effervescent Ernie? You never can tell!

....

Dear Ms. Berger,

I remember Ric Estrada's work. I remember it first from various war titles, and from WONDER WOMAN, from WELCOME BACK, KOTTER, and a couple of things from PLOPI It was nice, and he obviously tried very hard, but his work was always too cartoony for my taste. Was.

Depending on how much Pablo Marcos did or didn't do, I'd say that Mr. Estrada's work has improved a few hundred percent.

There are a couple of questions that everyone is probably asking, Okay, I'm game. Why didn't Rita age in Gernworld, and why didn't Emerald get younger on Earth? You could say that Rita didn't age because she was born on Earth, but that's only half of it.

Finally, cats. Love 'em, hate 'em. They make great heroes and great villains. But why did you make him so ugly?

John Henry Sain 2251 Kings Highway Medford, OR 97501

Okay, okay. Many of you have been asking in your letters why Rita didn't age on the Gemworld and why Emmy didn't get younger on Earth. Army explained it last issue, but if you missed it. I'll do the honor of repeating the reason. If you're born on one world but grow up on another, you will age or get younger depending on which world you're on at that time. Sounds confusing, right? It is. Amy was born on the Gemworld, but grew up of Earth, Carnelian was born on Earth, but grew up on the Gemworld. Since time flows differently on both worlds, they are both strongly affected by the current when they travel and will change ages. Rits and Emmy were born and raised on one world, so the time difference doesn't affect them.

Dear Karen,

How do I say this tactfully? What adjective expresses what I need to say, but is not derogatory, defamatory, or in some way insulting? Okay, how about this—I didn't get a kick out of the AMETHYST ANNUAL.

To be fair, it was a kick seeing everyone again, and maybe that's why I was so disappointed with APOGA #1. The best way to do this is probably a sequential presentation of the difficulties in the annual.

Actually, the first four pages were pretty good. Ric and Pablo together have a cartoony style that I've never seen from them separately; I'm not sure I like it in AMETHYST, but that's a personal bias.

Then we get into trouble: with the first appearance of this "Wisp-woman" who seems to have it in for the Gernworld. Nothing really to complain about yet. Then a weird little dwarf dribbles his way to Amy's pendant in the middle of gym class. I wonder if they're ever going to let her back into that school again? Anyway, Dwarfy lures Amy to the Gernworld, spouting cutesy rhymes, and Rita follows. Not smart, but within Rita's character. Then the dragonworm. Then this dirt-hand carries Rita away. Then an impressive scene in the Emerald Domain.

Now we start getting into real trouble. One of the littles finds Rita's opal pendant. Questions: 1) What happened to the protective spell encasing her? 2) How did the pendant get dropped out of the magic encasement? 3) What was Rita doing with her pendant in gym class anyway? This is not a clever move, folks.

Okay, so we rescue Rita. Yay for our side. Then, in doing so, we release magical energy and make kitty into a bad guy. Plot. I can handle that. Next, Turquoise and the Princess Emerald ride onto the scene. Yay for the cavalry. Kitty screams. Boo kitty. Rita's pendant, which hangs innocuously from her neck without benefit of anything resembling a chain or necklace, shatters. Then we get the idea to take kitty back to Earth, where, in spite of the fact that it has been gone for centuries (presumably the magic it acquired kept it from aging), it would be powerless. Along the way, it rips a hole in the fabric of reality, and traps the Princess Emerald on Earth.

Okay, now the biggies: How is Amy going to explain this to anyone? Who the freak is "Wisp-woman"? Tune in in five months for the answers to these and other questions that shouldn't have had to be asked in the first place, not to mention questions from a long time ago that still haven't been touched.

How's it been going?

Rob

We tried to do an "interlude" story for the Annual, Rob, something serving as a bridge between the two series, without taking away the impact of the new regular monthly book. We decided it should be lighter in tone than anything in the maxi-series, and maybe turned out to be too light for many of our readers. I hope that after reading the first two issues of AMETHYST in her current incarnation, you'll see that the tone and the plots are back to what they were in the maxi-series.

As for your questions concerning Rita:

1) the protective encasement spell was broken by the then mysterious unidentified villainess, who turned out to be Fire Jade; 2) her pendant fell from her neck due to the incredible impact of being dragged into the ground; 3) many kids wear their jewelry in gym class (especially if you live in New York Cityl).

I'm going to leave your other questions unanswered because they are in fact going to be answered very soon, if not already, in the stories themselves. Promise.

Dear Editor:

I was pleasantly surprised to find AMETHYST ANNUAL #1 on the stands this past weekend. Although I don't understand why Amethyst, in her first year of publication, deserves an annual (when people like Flash and Green Lantern don't get one), I must say that this forty-one page extravaganza was well worth the five-month wait.

By reading their work in AMETHYST and BLUE DEVIL, it is obvious that Mishkin and Cohn are two of the best-writers in the industry today. The plot was entrancing and exciting, while the script was interesting yet not too lengthy. Gary and Dan showed their cleverness by introducing a little humor in the story with the rhyming dwarf. Needless to say, I enjoyed the story.

When I looked at the credits, I was dismayed to see that Ernie Colon had no direct input on this production. However, once I got five pages into the story, I found myself not noticing the difference. Ric Estrada, whose work I usually don't follow, simply did a tremendous job in capturing the Gemworld atmosphere and spirit. As usual, Mr. Marcos did a complimentary job on the pencils with his clear and well-defined inks.

I was glad to see that the Earth sequences were drawn using distinct panels, while the Gemworld panels were separated by only a thin black line. It's amazing that such a simple trick, which is also occasionally used by Colon and Giffen, can make the story flow much more smoothly than the standard panels! Again, as with the scripting, the artwork was just plain enjoyable.

In closing, I would like to summarize my thoughts on AMETHYST ANNUAL, #1: The magazine was a pleasure to read.

Thanks, and see you in October when #1comes out again.

Sincerely, Mike Souza Route 2 Kenyon, RI 02836 Dear Gem-type people,

I suppose I should be angry at you for the cliffhanger ending to AMETHYST ANNUAL #1, with Emerald trapped on Earth. I mean, aren't annuals supposed to be grand but self-contained epics? But then, we all know that AMETHYST is returning as a "regular" mag and that the barrier between Earth and the Gemworld will hardly remain unbreachable, else the new mag would be called "Amy Winston, Former Princess of Gemworld."

However, just because we know that the Gernworld will be the center of the new mag doesn't mean that things on Earth should be forgotten. In fact, I think that the problems of young Amy having to deal with also being (sort of) the older Princess Amethyst are quite worthy of future treatment and potentially very intriguing. One problem I foresee is how Amy or Amethyst can have normal lives, as it would seem that Amethyst will be called to the Gemworld to handle certain emergencies. I would like to see Amethyst build a regular life on the Gernworld (also, having her come only for emergencies would become a little labored as a plot device), but where would this leave Amy? Is it in fact the case that Amy is a temporary and essentially false construct and must be left to wither?

I was sorry to see that the magnificent art of Ernie Colon did not grace the pages of the annual, but Ric Estrada and Pablo Marcos did a commendable job. In fact, they worked rather well together, with the usually scratchy work of Estrada being solidified but not overpowered by Marcos' inks.

I'm looking forward to the (re)debut of Amethyst's mag and to whatever you have in store for her and her diverse supporting cast.

Yours truly, "T.M. Maple"

For now, T.M., we've managed to give Army/Amethyst about equal time on both worlds, without overusing her reasons for going back and forth.

As for Ric Estrada (no relation to Erik), we think he's the perfect person to follow Ernie, and he's doing an incredible job at it, tool And let's not forget Romeo Tanghal, who I'm happy to say will be the regular inker/finisher on the book!

NEXT MONTH: "Rebellion"—of many kinds, and Amethyst loses control of her powers in the definitive battle against Fire Jadel Until then, take care—Karen.





Think mean. Think massive. Think mudslinging. Then imagine the biggest thing to ever roar off a model builder's workbench.

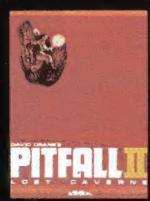
This is Swamp Monster. Nearly a foot long, with mammoth Goodyear Super Terra Grip tires that are $3\frac{1}{2}$ inches of swamp rippin' tread. And details like spark plug leads and brake hoses, made of real wire and vinyl tubing. Nasty stuff. So when the street life starts looking tame, start thinking dirty.



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